

51. A system according to claim 50, wherein the game program is written in an event-driven language.

52. A system according to claim 50, which includes a currency acceptor at the said local personal computer.

53. A system according to claim 50, which includes a security detector which provides a security input to the local personal computer upon detecting a security event.

54. A system according to claim 50, which includes an interface assembly which enables the communication at least of player station information to the local personal computer.

55. A system according to claim 50, wherein the local personal computer can communicate with the remote computer in respect of at least one of the following:

- (a) by transmitting information on player station game activity to the remote computer;
- (b) by transmitting information relating to game outcome data, arising from execution of the said game program by the local personal computer, to the remote computer; and
- (c) by transmitting information on game activity, at least at one player station, to the remote computer to enable the remote computer to execute the said game program in response to such information.

56. A system according to claim 55, wherein the said information which is transmitted uniquely identifies the player station to which the information relates.

57. A system according to claim 50, wherein the said game program is a multiplayer game and is executed by the remote computer in response to player input at a plurality of the said local personal computers, each of which receives player inputs from at least one respective player station.

58. A system according to claim 50, wherein the remote computer can uniquely communicate with a particular player station through the said local personal computer.

59. A system according to 58, wherein each player station includes respective processing means to disable the player station upon receipt of a command communicated from the remote computer.

60. A system according to claim 50, which includes a plurality of the said local personal computers and wherein one of the said local personal computers receives game activity data from the other said local personal computers and communicates said data to the remote computer.

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61. A system according to claim 50, which includes a plurality of the said player stations connected to each other in a configuration selected from the group comprising:

- (a) a daisy chain configuration; and
- (b) a star configuration.

62. A system according to claim 50, wherein the remote computer operates a progressive jackpot feature in which all communicating player stations participate.

63. A system according to claim 50, wherein the said local personal computer executes the said game program. --

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